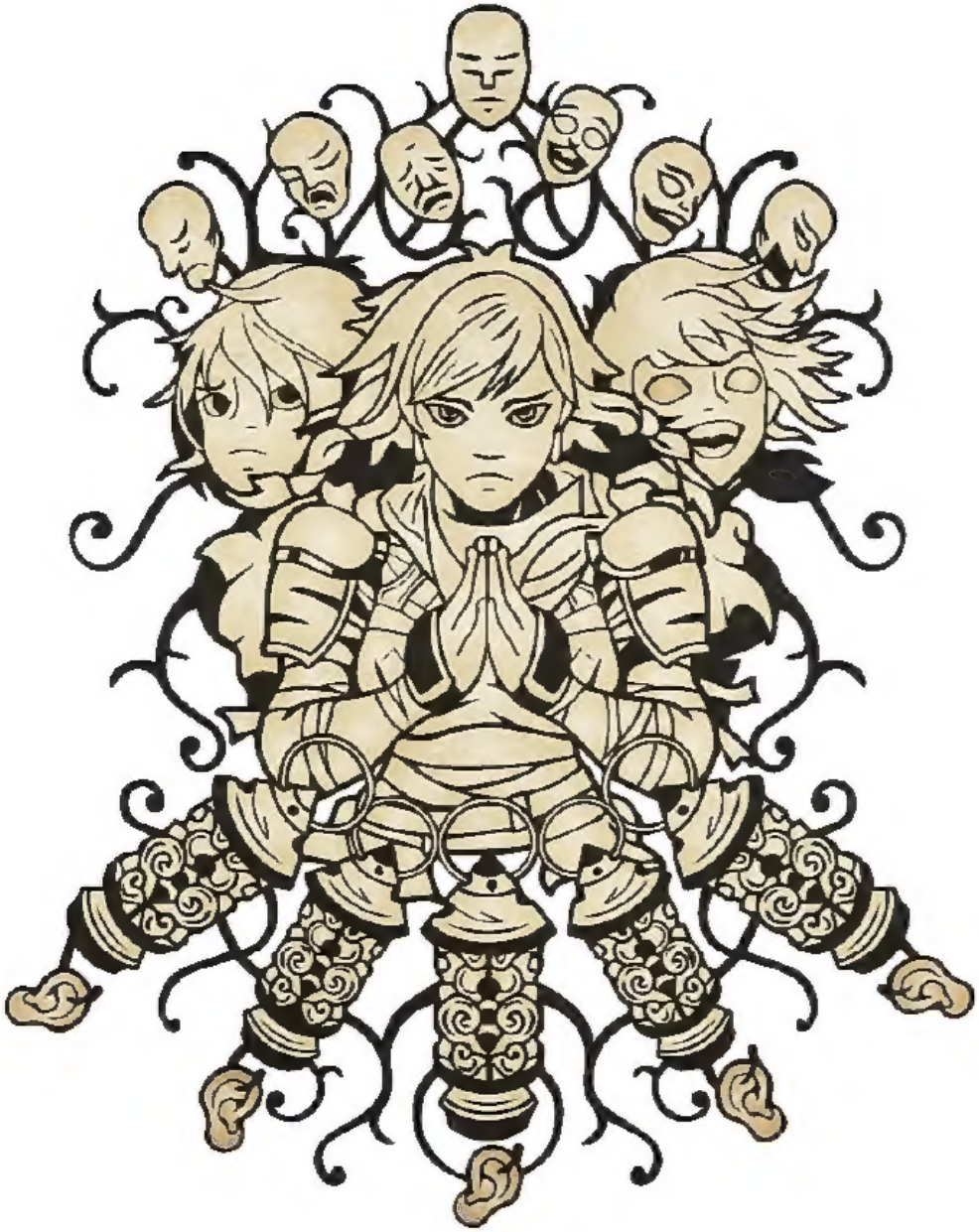

# NEWT

## - THE ABANDONED -

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The unofficial Newt wanderer is a free, fan-made expansion created by the Content Creation Group. It should not be sold.

❤ Special thanks to all of our patreon supporters! ❤

# THE WANDERER NEWT

There once was a monster who lost the war against their own dark impulses. Their body left broken, holding them prisoner, a constant reminder of their own mortality.

**Adding Newt to Your Campaign**
To add the Wanderer Newt to your campaign, add the Helpless Survivor basic hunt event card to the basic hunt event deck.

## Newt's Starting Attributes

| Survival | Insanity | Mov | Acc | Str | Eva | Luk | Spd | Cou | Und | Lumi | Torm | S.Pres |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 5 | 9 | 5 | 2 | 3 | 2 | 1 | 0 | 4 | 4 | 1 | 1 | 0 |

Newt is an arc survivor. When Newt joins your settlement, use an arc survivor record sheet to record these attributes. Newt has the **Veteran** ability, the **Guilt Stricken** and **Endless Babble** impairments, a **blind** permanent injury, a **dismembered arm** permanent injury, a **broken rib** permanent injury, and the **Pacifist** disorder that cannot be removed for any reason.

Newt starts with 0 Hunt XP and 0❤.

**Veteran:** During the **Aftermath**, gain +1 Hunt XP.

**Guilt Stricken:** When Newt witnesses a survivor kill another survivor -1❤. When a survivor removes or replaces a disorder +1❤.

**Outsider**
Wanderers are not born in the settlement and do not gain the benefits of newborn survivors. Despite this, they cast their lot in with yours, and their survival is constrained by the settlement's survival limit.

**Disposition❤**
Wanderer attribute that represents their feelings toward their adopted settlement. It can increase or decrease during the campaign and can be negative. Keep track of a wanderer's disposition on their survivor record sheet. A Wanderer's disposition toward your settlement greatly influences the results of their story!

**Courage & Understanding**
Newt does not trigger story events from courage or understanding milestones. Instead, when she reaches maxiumum understanding, she gains +4 ❤. When she reaches maximum courage, she suffers -4 ❤.

**Using Newt in a Non-Arc Survivor Campaign**
If Newt is inhabiting a settlement without arc survivors, she will share her secret fighting art with the rest of the settlement. Newt begins with the **Dichotomic Psychosis** secret fighing art. Once per settlement phase, a survivor may spend ✪✪ and roll 1d10. On a 6+ they endure Newt's rambling, gaining **Dichotomic Psychosis** on a level equal to Newt's.

**Using Newt in a Arc Survivor Campaign and her Unique Philosophy**
The story of Newt's time in the settlement is told through her philosophy. When Newt reaches her first Hunt XP milestone (at 2 Hunt XP), she adopts **Cognitive Dissonance** instead of drawing from the philosophy deck. Other survivors may never adopt this philosophy. Newt is in a troubled state of mind and will never change this philosophy for any reason.

Record the tenent, neurosis, and Hunt XP milestones on Newt's arc survivor record sheet. When Newt reaches a new Hunt XP milestone, she will ponder her philosohpy during the next settlement phase, resolving the next rank just like any arc survivor.

Arc survivors may still learn from Newt. Her tenent is **Dichotomic Psychosis**, the secret fighting art included in this expansion. This knowledge is never added to the knowledge deck, as Newt's babbling and disjointed thoughts cause discourse in the Forum. In all other ways treat this secret fighting art as any other knowledge.

Arc Survivors may instead spend time indivdually with Newt. During the Develop step a survivor can spend time with Newt, pay the lumi cost, and record **Dichotomic Psychosis.** This does not count as a secret fighting art for Newt or any other arc survivor.

# INTRODUCTION

Pariahed and bereft of lantern light, a woman lays cloudy-eyed in a pool of her own blood. She stares into the sky, mouthing incoherent nothings, oblivious to all but the coming void. She makes no moves to ask for help.

Newt will join the hunting party now if it is not full. Use the preceeding rules to create her record sheet and increase the population by 1. Otherwise, at the start of the settlement phase, as long as there is at least one returning survivor, +1 population. If there are no returning survivors, she is lost to the darkness. If she does not join the hunting party, roll 1d10.

1 2 3

Nominate a concerned survivor. They will carry Newt back to the settlement. They gain 2 bleeding tokens and are considered to have heavy gear in their gear grid for the remainder of the hunt.

4 5 6 7 8

Nominate a cautious survivor. They do thier best to avoid potential further injury while they carry Newt. They gain 1 bleeding token and are considered to have heavy gear in their gear grid for the remainder of the hunt.

9 10

The survivors work together to stop Newt's bleeding. Each survivor does their part to assist in carrying Newt back to the settlement. Upon returning to the settlement, Newt gains +1❤. If any survivor has **bandages** in thier gear grid, remove Newt's **broken rib** severe injury.

# COGNITIVE DISSONANCE

NEUROSIS
Inferiority Complex

TENET
Dichotomic Phychosis

Hunt XP □ ◘ □ □ ◘ □ □ □ ◘ □ □ □ ◘ □ □ ◘

■ Rank+ ■■ Rank+ ■■■ Rank+ ■■■■ Rank+ ◘ Retired

**Inferiority Complex:** Increase the total number of disorders you can have by 2, to a limit of 5. You cannot remove a disorder for any reason.

Artist Credit
Newt crest by: Will Tang

If you would be killed by another survivor for any reason...
you reawaken something locked deep inside.
Proceed to the Divergent (Δ) rank of this book instead.

# I - MONSTERS UNDER THE BED

Newt struggles to sleep. Haunted by a manacal version of herself, wielding a blood soaked weapon, gleefully slaughtering friend and foe alike. In these nightmares she is the protector of the settlement. Entering a frenzied state to protect all she knows and loves. A promise of power she rejects with pacifism. If the settlement has a **savior**, they share the same dream, otherwise Newt leaves her bed.
Wishing for any form of escapism, Newt stalks the settlement while others sleep. In this moment the settlement confronts her. Someone in the settlement has been murdered! Everyone suspects Newt to be the killer. Nominate a survivor other than Newt to be the victim. They die.

**Spare Newt**

The other survivors in the settlement cannot determine the truth. Newt swears she had nothing to do with this survivor's death. She struggles with night terrors and only left her assigned hovel to escape her nightmare.

Newt gains all the victim's positive attributes, disorders, fighting arts, secret fighting arts, courage, and understanding. In addition, Newt may choose to gain that survivor's weapon proficiency levels (adding to her level if they are the same type, or change her type to the survivor's).

Newt must depart this lantern year. She suffers -3 ❤.

**Kill Newt**
(do not trigger her divergent rank)

The punishment for murder is swift. Newt is slaughtered and her blood paints the stone faces on the stone floor. It pools into the open mouths and dries over the open eyes.

Survivors in the settlement notice the faces in this spot permanently change. Forever grinning with a maniacal smile.

The next time a survivor is born in the settlement, they gain The Black Sheep character card. Permanently add this card to your character deck.

**If the settlement has a savior,** a lantern shines in the dark. Back with life-blood, invisible, unseen, burning deep and hard. An impending fall, an inevitable killing. A sunset of horrors. The savior appears in Newt's dream. It is a twisted dark place that whispers ominous secrets and promises of power. A malevolent melody echoes a discordant symphony that emanates from the inky fabric of the nightmare itself. The savior pulls Newt from her slumber, both appearing in her hovel. Gain the **Horizon Cleaver** rare gear.

II - FIGHT FOR CONTROL

# CAN'T SLEEP

# MUST BE AWAKE

# CAN'T SLEEP

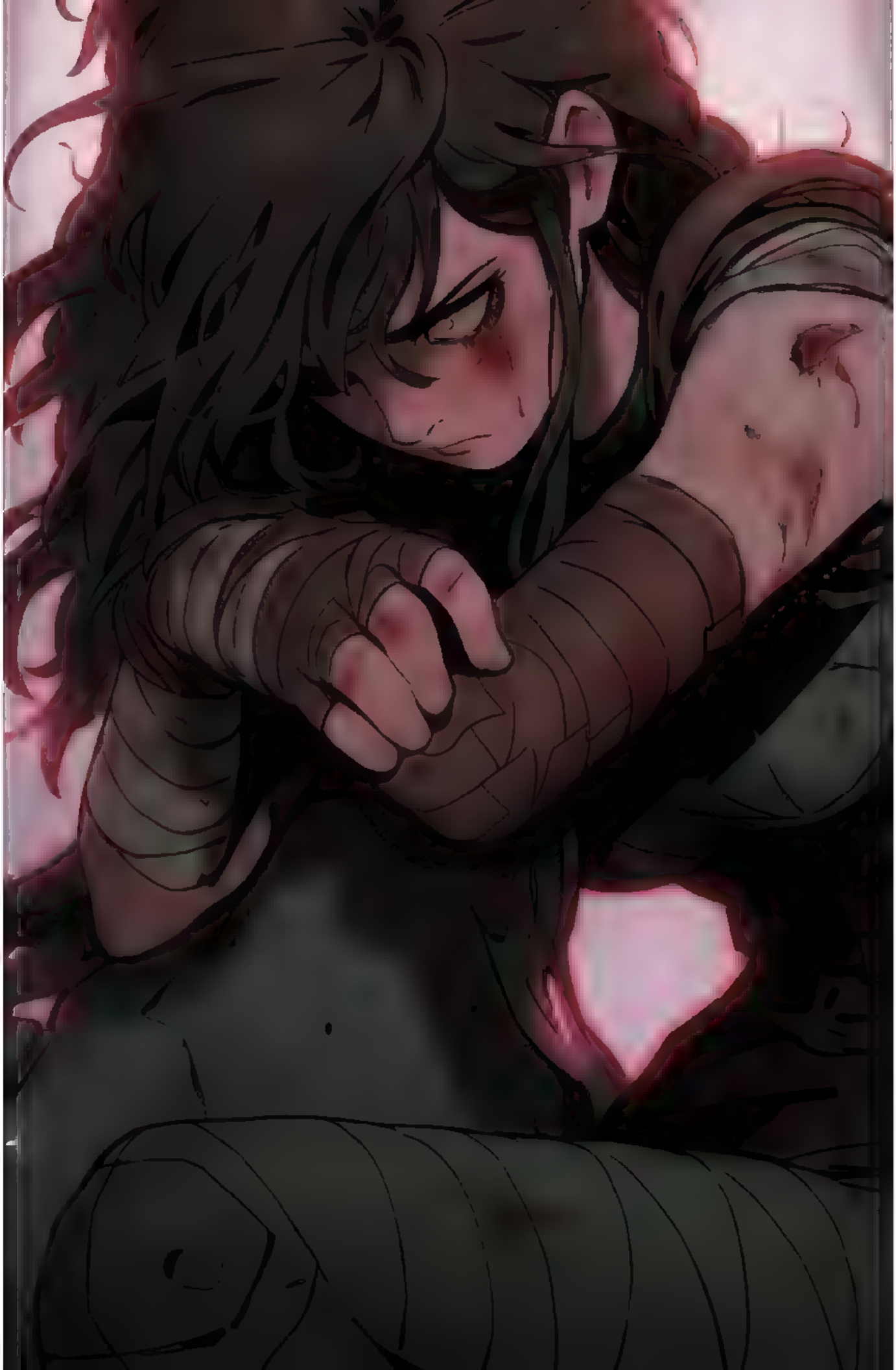
Newt may have fallen asleep. If the settlement has a savior, they **dream the same dream**. Otherwise, nominate a survivor to be the victim.
They are killed.

Newt gains all the victim's positive attributes, disorders, fighting arts, secret fighting arts, courage, and understanding. In addition, Newt may choose to gain that survivor's weapon profiency levels (adding to her level if they are the same type, or change her type to the survivor's).

Newt must depart this lantern year. She suffers -3 ♥ After applying all departing bonuses set her survival to 0. She tried her best, and had a restless night.

**Dream the Same Dream**

Undeterred by the maniacal manifestations, the savior presses on through the surreal nightmare, determined to find and rescue Newt. Filled with a palpable sense of dread, and the distant echoes of unsettling whispers crawling through their mind. The voices are sounds of screams and anguished cries, ringing out like thunder throughout the nightmare. Sleep only serves to amplify Newt's terror, determined to bring out her darkest impulses, and create an unbearable sense of paranoia. Phantasmic versions of Newt taunt herself with distorted contorted faces. The savior does all they can to free Newt from her own prison. They gain +2 Hunt XP and pull free of the nightmare. In the end, the bond between the dreamers proved stronger than the nightmare's grip.
Newt gains +3 ♥.



# III - NO HOPE

Until now, the hallucinations have mostly came at night, mostly... Newt suspects they have begun to seep into her waking hours. She also fears she may lose herself entirely to her dark impulses. Driven by an otherworldly compulsion, she ventures further beyond the settlements walls. Moving into the overwhelming darkness, she slumps over in guilt and depression. Struggling with why had she been left behind to die. Suddenly, the nightmares she sought to escape manifest around her. Spectral voices whisper, as the stone faces beneath her bare feet transform. Maniacal faces laugh below her as she runs back toward the settlement, unforgiving stone teeth and noses stab at her, each step a painful reminder of the haunting dreams that pursue her. Alone and terrified, Newt realizes the only way to escape. With trembling breath she challenges the haunting visions lurking within the shadows of her own mind.

If the settlement has a savior, they provide **sudden backup**. Otherwise, proceed to the result that matches Newt's current disposition.

Newt has yet again found herself covered in blood after her challenge. Nominate a survivor to be the victim. They die. Newt suffers -3 ♥.

Newt gains all the victim's positive attributes, disorders, fighting arts, secret fighting arts, courage, and understanding. In addition, Newt may choose to gain that survivor's weapon profiency levels (adding to her level if they are the same type, or change her type to the survivor's).

Newt unleashes a v.ctorious howl into the endless void. With a newfound sense of hope, she returns to the settlement with a plan.

**Sudden Backup**

n the depths of this madness and enveloping darkness, the savior emerges like a beacon of hope. This provides Newt with what her mindset had stolen. A mixture of relief and awe flickered in her tear-filled eyes as she recognized the savior who had emerged from the abyss. Together, they return to the settlement, traversing the stygian nightmare with a newfound courage within Newt's eyes. Newt gains +3 ♥.

# IV - TREPHINATION

Newt lay strapped to a stone face table. She has seen this procedure work for others. This is her plan, a last resort. Her eyes dart wildly, pupils dilated with terror, as she grapples with the final escape from her troubled mind.

If the settlement has a savior, they help with **true escapism**. Otherwise, proceed to the result that matches Newt's current disposition.

<3

Nominate a survivor to perform surgery. As they finish, Newt's body remains still. Newt is dead. A choice she felt was for the best. The nominated survivor feels emboldened. They may gain one of Newt's positive attributes.

3+

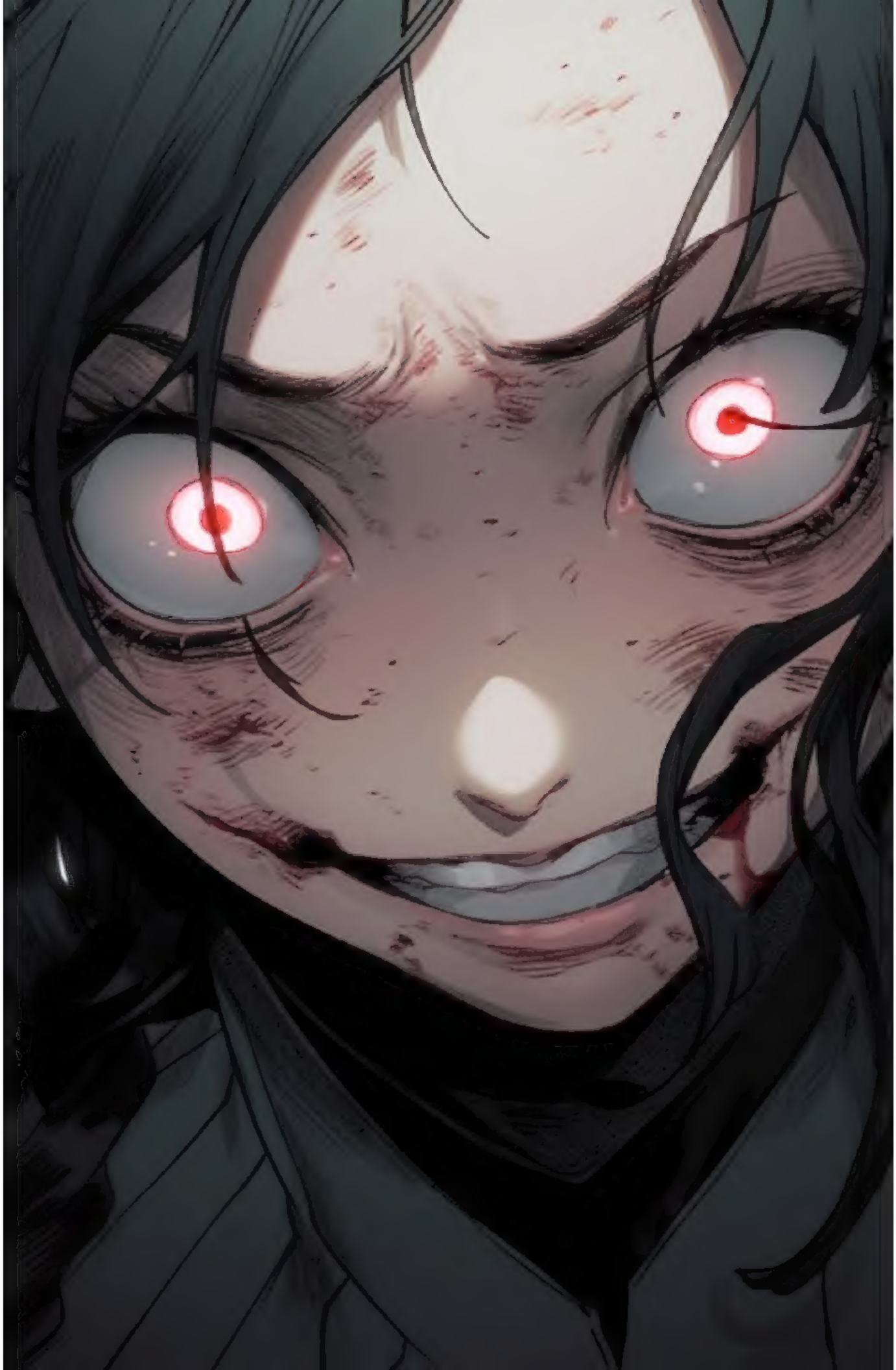
Finally, as the auger is removed, a strange calm washes over Newt. A small, pulsating mass falls to the floor, a grotesque testament to the surgeon's method of exorcising her mind. Newt stands up, blood covering one side of her face, and begins to walk. She moves with a deliberate yet absentminded grace, steps guided by an internal compass that leads her through the settlement. A blank, empty stare etched on her face, she is now a living paradox-once a mind so loud and busy, now detached, silent and lost.

Newt loses all her abilities, philosophies, knowledges, Hunt XP, disorders, fighting arts, secret fighting arts, courage, and understanding. She may regain all milestones. In addition, Newt may choose a new name.

**True Escapism**

The night before Newt decides to visit the surgeon, a savior enters her dreams. They offer to bring her to the domain of the Ethereal Dreamer. This is a one way trip, for one of them. Neither will know her ultimate fate, only that Newt is welcome to remain there. Newt accepts this offer, leaving the settlement. The savior gains of one Newt's positive attributes.

Record Newt's positive attributes on to the settlement record sheet. (Or set aside her record sheet.) Cross off the attribute gained by this savior. Whenever the settlement gains a savior, they may gain one of the remaining recorded positive attributes. After they gain an attribute, they cross it off. From now on, all saviors are born with one additional permanent affinity of their chosen dream.



## Δ - FUGUE STATE

Newt abruptly locks up, her eyes flickering, as if a storm is gathering within. She sees the world around her blur into a disorienting swirl of black clouds, the ambient sounds transforming into a distant, haunting melody. Inheritting her nightmares, the tendrils of the abyss take control. Her breathing becomes erratic, and an unsettling tension twists the features of her face. This unseen force begins to seize control, pulling her away from the stable ground of reality into the tempest of her own psyche. She gives a maniacal smile as she enters a waking nightmare.

This rank is not once per lifetime. It will continue to trigger whenever the condition is met.

Newt is now a vessel for chaos, moving with a wild, untamed ferocity. Her limbs thrash like a marionette cut loose from its strings. In the blink of an eye she is atop the survivor to trigger this event. This survivor is now her victim. She rips them apart with her hands and teeth. They die. Newt suffers -3 ❤.

Newt gains all the victim's positive attributes, disorders, fighting arts, secret fighting arts, courage, and understanding. In addition, Newt may choose to gain that survivor's weapon profiency levels (adding to her level if they are the same type, or change her type to the survivor's).

If this happens during the hunt or showdown phase, Newt finds herself trapped in a nightmare, the boundaries between reality and delirium are blurred for her beyond recognition.

Newt suffers the **frenzy** brain trauma. Until the end of the showdown, Newt will always be insane. Insanity gains for her are doubled. She will ignore the effects of all her disorders and cannot be encouraged.

## Thanks For The Support.

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